

Name:

## IT Applications Unit 3 Self-test Chapter 1

## Multiple Choice

Identify the choice that best completes the statement or answers the question.

1. A network:
  - a. allows the input of data via cable.
  - b. always uses UTP cabling to connect computers.
  - c. can connect computers only within a single office building.
  - d. connects computers together so that they can share data, information and resources.
2. Resources that benefit from networking include:
  - a. databases, printing and disposal.
  - b. storage of data, input and evaluation.
  - c. internet connections, input and validation.
  - d. printing, software and corporate Internet connections.
3. Keeping data, used by several people, up-to-date is called:
  - a. coordination.
  - b. synchronisation.
  - c. asynchronisation.
  - d. synchromeshing.
4. A wiki is a website that:
  - a. allows users to start a blog.
  - b. allows users to revamp its entire website.
  - c. allows users to enter and communally edit its content.
  - d. allows users to read only parts of it.
5. A blog has one main page and acts like:
  - a. an online journal or diary.
  - b. an online wiki.
  - c. an online video shop.
  - d. an online library.
6. Networked nodes located in close proximity may form part of a \_\_\_\_\_, whereas if they are spread over a large geographical area they are said to form part of a \_\_\_\_\_.
  - a. LAN, WAN
  - b. WAN, LAN
  - c. large network, small network
  - d. communications chain, broadband cable network
7. Any device that is able to share resources, communicate, access remote services and share files is called a:
  - a. hub.
  - b. node.
  - c. TCP/IP.
  - d. computer.
8. A design of how nodes on a network are connected is called the:
  - a. layout plan.
  - b. logical design.
  - c. network architecture.
  - d. network infrastructure.
9. Network architecture, which involves at least one computer on the network controlling access of workstations to network resources, is known as a \_\_\_\_\_ model.
  - a. P2P
  - b. peer-to-peer
  - c. client-server
  - d. master-slave
10. In \_\_\_\_\_ networks all devices have an equal status and may be permitted access to any network resources without a central controller.
  - a. LAN
  - b. peer-to-peer
  - c. client-server
  - d. server controlled
11. What is the term used to describe the physical arrangement of the devices in a network?
  - a. logical design
  - b. physical design
  - c. network topology
  - d. network architecture
12. In a \_\_\_\_\_ network, each device has its own set of cables leading to a central hub.
  - a. bus
  - b. star
  - c. ring
  - d. wireless
13. A \_\_\_\_\_ network connects several star networks with a bus-like backbone.
  - a. bus
  - b. tree
  - c. ring
  - d. mesh
14. The ways computers on a network transmit data to one another is governed by the protocols they are using. Which is currently the most commonly used network protocol?
  - a. FTP
  - b. Telnet
  - c. TCP/IP
  - d. IPX/SPX

- 15. In a network operating system, functions such as controlling access to files, authenticating log on and managing users are carried out by:
  - a. client software.
  - b. server software.
  - c. P2P file-sharing software.
  - d. the network administrator.
- 16. An NIC and a wireless AP both:
  - a. link computers to resources on a network.
  - b. use coaxial cables to connect to a network.
  - c. come under the classification of input devices.
  - d. permit the user to modify the server operating system.
- 17. The most common type of cabling used in modern networks is:
  - a. UTP.
  - b. RJ-45.
  - c. RJ-12.
  - d. coaxial.
- 18. Where might wireless networks be preferred to cabled networks?
  - a. Where you need to use CAT5 or CAT6 cable
  - b. Where devices are close and remain in fixed positions
  - c. Where there is too much electrical interference for cable
  - d. Where there are large distances to cover and the need for portability of devices
- 19. Usernames and passwords, firewalls and software designed to stop malware are all:
  - a. common network security features.
  - b. annoying limitations on users' freedom.
  - c. unnecessary features on networked computers.
  - d. provide easy access for hackers to computers.
- 20. The \_\_\_\_\_ design of a network shows how devices are actually to be connected to one another, whereas a \_\_\_\_\_ design indicates the protocols and theoretical data flows within the network.
  - a. logical, physical
  - b. physical, logical
  - c. theoretical, layout
  - d. architectural, structural